

VC2002



**U.S. Games Corporation**

A Subsidiary of The Quaker Oats Company

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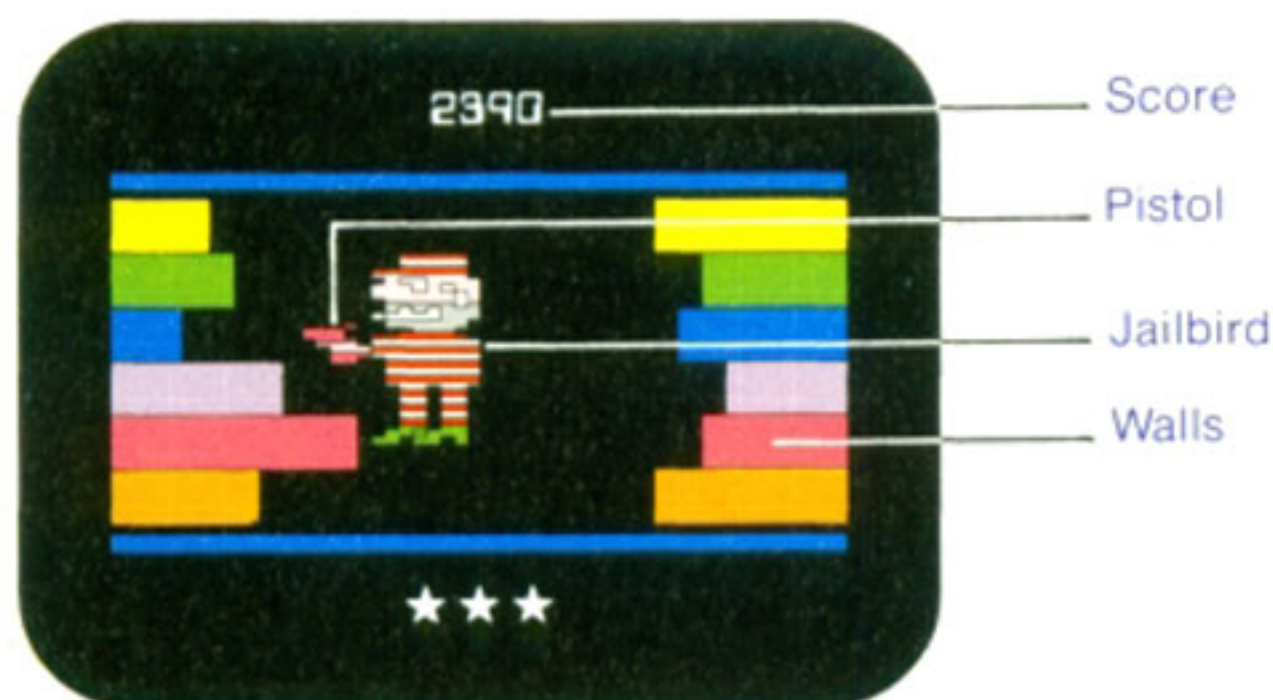


## Squeeze Box

Squeeze Box is a single player, full color game designed to be played on the *Atari®* Video Computer System™ or the Sears Video Arcade®. There are six game variations to test your skill and judgement.

Squeeze Box is the ultimate escape game. Our pistol packin' jailbird has got to shoot like crazy to knock out an escape route through the walls... before they close in on him. The longer it takes, the faster they come, so aim carefully. But don't rush out too fast because the next room is worse, and you're getting points for each block you shoot out.

Test your endurance! Wait too long and you might touch the wall. Three touches and its all over — except for the *hottest* finish you have ever encountered in a video game.



## Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturers instructions.
2. Install the left joystick control. The right joystick is not used.
3. Insert the cartridge making certain that the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select the game of your choice.
6. Press the red fire button on the joystick to start the game.



is, the harder it becomes to shoot a pathway out.

**Game 4** Game 4 is identical to Game 1 except there are twice as many horizontal color bars.

**Game 5** Game 5 is identical to Game 2 except there are twice as many horizontal color bars.

**Game 6** Game 6 is identical to Game 3 except there are twice as many horizontal color bars.

### Scoring:

**Games 1 & 4** — Each color bar = 10 points

**Games 2 & 5** — Each color bar = 10 points

— Each white bar = 0 points

**Games 3 & 6** — Each color bar = 10 points

— Each blinking bar = 20 points

**All games** — Shooting a path  
and walking off = 100 points

**Special bonus — Games 1 & 4 — shooting all bars off screen and leaving room gives you an extra star (3 maximum).**

### Play Hints:

- The longer your shot, the more time available for the walls to move in on you. Stand as close as possible to the advancing bars so your gun will fire more frequently, but be careful!
- Try to completely shoot away one wall of bars first and then reverse to the opposite wall. Remember, if you clear away all bars (both sides) you gain an extra turn (star — 3 maximum).
- Change the shooting angle as seldom as possible as this takes up time allowing the bars to advance. Now get out there and blast away those walls or you'll be trying to hotfoot your way to freedom!

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7. Push the RESET switch any time to start a new game.
8. After the game is over, a new game may be started by pressing the fire button on the joystick.
9. The **LEFT DIFFICULTY SWITCH** selects fast or slow bar speed: Position A = Fast Bar Speed  
Position B = Slow Bar Speed
10. The **RIGHT DIFFICULTY SWITCH** selects automatic fire: Position A = Manual fire  
Position B = Automatic fire

### Controls:

- Use left joystick control.
- Move joystick left and right or up and down to control movement of figure.
- Adjust the angle of your shooting by depressing the fire button (in either auto-fire or manual mode) and holding joystick either up or down depending on desired angle of shot. Angle will then stay as set, until moved to another position.

### Game Variations:

- Game 1** The squeeze bars randomly grow in from both sides of the room. You must shoot them back and attempt to get out of the room. The bars will begin moving faster and faster as time goes on. If you succeed in leaving the first room, you enter the next room with faster growing bars.
- Game 2** The squeeze bars only grow-in from one wall. The other wall is stationary. The object is to turn all the moving color bars white by shooting them all the way back. When this happens, the screen automatically clears and you are in the next room. As the game becomes faster, it is less desirable to stay in the room, and it becomes harder to turn all the bars white.
- Game 3** Once again, the squeeze bars grow-in from only one wall, but the other wall now begins to move in on you. Shooting back the growing bars rolls up the score. Shooting back the flashing bars rolls up bonus points. As the game goes on, it becomes faster. The faster it